

LISTING OF CLAIMS:

Claims 1-62 cancelled.

62. (CURRENTLY AMENDED) Apparatus for playing a war game comprising:

- a clothing article constructed to be worn by a participant in said war game;
- a flexible display formed on said clothing article formed of a ~~light-emitting~~ layer ~~formed~~ of a light emitting polymer and a fabric base ~~formed of a layer of fabric~~, said flexible display having fabric-like characteristics to conform to the body of the participant like a fabric and arranged to display selectively one of a plurality of images;
- a controller generating signals for said display, said signals defining said images; and
- a gun coupled to said controller, said gun generating a beam when activated by said participant; and
- a sensor mounted on said clothing article and coupled to said controller,
- said sensor detecting a hit from the gun of other participants;
- wherein controller generates an indication corresponding to said hit .

63-65. Cancelled.

66 (PREVIOUSLY PRESENTED). ~~The clothing apparel of claim 65~~ the apparatus of claim 62 wherein said electronic display includes a protective layer on top of said layer of light emitting polymer material, said protective layer being made of one of a transparent and translucent material.

67 Cancelled.

68 (NEW). The apparatus of claim 62 wherein said sensor is disposed adjacent said flexible display.

69 (NEW). The apparatus of claim 68 wherein said sensor is surrounded by said flexible display.

70 (NEW). The apparatus of claim 62 further comprising a memory arranged to hold data associated with images, said controller being coupled to said memory to receive said data to generate said images on said flexible display.

71 (NEW). The apparatus of claim 62 wherein said flexible display is formed on a separate panel, said apparatus further comprising a securing member arranged to secure said panel to said clothing article.

72 (NEW). The apparatus of claim 62 wherein said flexible display is integrally incorporated into said clothing article.